

I CLAIM:

1 Sub 2.37 1. A board game apparatus designed to acquaint players with a
2 predetermined region as represented on a map, said apparatus comprising:
3 a board having predefined directions thereon corresponding to
4 directions on said map and including a series of marked areas forming a path
5 extending about said board, each of said areas representing a particular locality
6 within said region, having indicia therein identifying said locality, and being
7 disposed on said board to correspond generally with the location of said locality on
8 said map, selected ones of said marked areas on said board being designated as
9 accessible only by indicated modes of transportation;
10 a multi-token means dedicated to a different player and being
11 moveable for transportation along said path, said multi-token means having at least
12 three surfaces with each surface having a representation of a different mode of
13 transportation for use by the corresponding player, each token to be moveable only
14 with respect to marked areas corresponding to localities accessible by the
15 corresponding mode of transportation; and
16 means for determining the movement of said multi-token means about
17 said path.

1 2. A board game as in claim 1 wherein said multi-token is a
2 parallelopiped object with six sides, the ends of the object also having thereon a
3 respective GO and NO GO indication.

1 3. A board game as in claim 1 wherein each of the representations
2 on a token is of the same color to identify the player associated with it and the
3 multi-tokens of the game each have different colors of the representations to
4 identify a respective player.

4. A board game as in claim 1 wherein each of the multi-tokens of
the game is of a different color to identify a player.

5. A board game as in claim 1 wherein a said multi-token is of
pyramid shape.

6. A board game apparatus as recited in claim 1 wherein said
region is an existing geographical region, said localities being geographical localities
existing within said region, said accessibility designations being indicative of the
actual accessibility of said localities by land, water and air, said representations of
each multi-token corresponding, respectively, to means for traveling by land, water
and air.

1 7. A board game apparatus as recited in claim 6 wherein selected
2 ones of said areas are designated by colors so as to constitute a distinguishable
3 group.

1 8. A board game apparatus as recited in claim 7 wherein each such
2 area comprising one of said groups is on a different side of said board.

1 9. A board game apparatus as recited in claim 6 wherein selected
2 areas have indicia indicating charges required for the use and occupancy of said
3 areas by opponent players.

1 10. A board game apparatus as recited in claim 9 further comprising
2 means for increasing the rentals for a particular area by the acquisition of localities
3 represented by areas adjacent to said particular area.

1 11. A board game apparatus as recited in claim 6 further including a
2 set of cards, each card having indicia thereon representing either a question whose
3 answer is one of said geographical localities on said board or other instructions,
4 selected areas on said board having instructions thereon to select one of said set of
5 cards upon a player landing thereon.

1 12. A board game apparatus as recited in claim 11 further including
2 a set of reward cards, a player obtaining one of said reward cards upon correctly
3 answering a question contained on a question card.

1 13. A board game apparatus as recited in claim 6 further including a
2 set of cards, each card representing the ownership of a particular one of said
3 geographical localities, each said card containing indicia thereon indicative of the
4 value of said locality at various stages of improvement.

1 14. A board game apparatus as recited in claim 13 further including
2 a set of pieces for the purpose of purchase and placement on said areas
3 representative of improvements in said geographical localities represented by said
4 areas.

1 15. A board game apparatus as recited in claim 6 wherein selected
2 ones of said areas have indications of opening bids required for a player to purchase
3 the locality represented by said area.

1 16. A board game apparatus as recited in claim 6 wherein each of
2 said representations on a multi-token is constructed and arranged to be

3 distinguishable from every other representation of the multi-token and has a priority
4 designation, a higher priority representation of a multi-token being moveable only
5 after every lower priority representation of the multi-token has made a complete
6 circuit of said path.

1 17. A board game apparatus as recited in claim 1 wherein each such
2 area comprising one of said groups is on a different side of said board.

1 18. A board game apparatus as recited in claim 1 which is adapted
2 to acquaint each player with sites in said region and further comprises a set of
3 cards including cards having a question with respect to said region which must be
4 answered by a player and cards including instructions, selected areas on said board
5 having instructions thereon to select one of said set of cards upon a player landing
6 on one of said selected areas.

1 19. A board game apparatus as recited in claim 18 further
2 comprising a set of reward cards, a player obtaining one of said reward cards upon
3 correctly answering a question contained on a question card.

1 20. A board game apparatus as recited in claim 1 further comprising
2 a set of property cards, each property card representing the ownership of a

